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Dragon of Skellige

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This fan-fiction article, **Dragon of Skellige**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

The Dragon of Skellige (Real name: Unknown), "The Dragon of Skellige", or simply **Dragon**, was a witcher of the Northern realms, known School of the Bear witcher of unknown. He was an active Witcher before and following the Second Conjunction of Spheres.

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Dragon of Skellige



Physical Description

Race	Human (Formerly) Witcher (Currently)
Gender	Male

Biography

TBA

Personality and traits

TBA

Religious Beliefs

- TBA

Abilities

- Swordsmanship: Like most Bears, Dragon was trained in both swordsmanship and axemanship.
- Expert Hand to Hand Combatant: Like other witchers, Dragon learned to protect himself without his swords, able to defeat multiple armed opponents while being unarmed. His enhanced strength and knowledge of both humanoid and monster anatomy allows Dragon a better chance unarmed than most people able to shatter humanoid bones and use monstrous momentum against large monsters to throw them to the ground.
- Crossbowmanship: While it wasn't a weapon he was originally trained in, Dragon adapted to the use of crossbows to hunt monsters. He used his enhanced senses to make highly accurate shots like at a distance or in pitch darkness.
- Witcher mutations:
 - Sterility: A common condition resulting from the witcher conversion process
 - Cat-like eyes that grant very acute nightvision - witchers can constrict their pupils to see in blinding light or open them to see in near pitch darkness. This nightvision can be further enhanced with the cat potion, but in general, it is good enough by itself to not require further enhancement. Their entire sensory system is overall enhanced, allowing them to identify the species of animal from the scent of their blood, and detect nearby beings even when out of sight.
 - Tremendous resistance to disease (which functions in most cases as complete immunity) and a boosted immune system, allowing them to consume large quantities of potions that could prove easily deadly if consumed even in small amounts by a normal man.
 - Exceptionally enhanced strength, speed, reflexes, and endurance, far beyond any normal or well-trained human, that allows them to swiftly end fights with minimal effort, and perform physical feats non-witchers couldn't hope to match. A witcher's physical skills alone are sufficient to defeat most monsters single-handedly if combined with extensive training and proper weaponry, whereas regular men could only hope to accomplish this in large groups. Witchers have also been shown to shrug off hits that would normally render normal men unconscious. Additionally, they have been known to survive the strikes of powerful monsters such as giants, or other beings possessing herculean strength, that would otherwise kill others with a single blow. Its generally thought a witcher is 10x stronger than a normal man.
 - Having the ability to perform simple yet incredibly versatile combat magic in the form of signs. They also develop a sixth sense that allows them to "feel" things around them, be it items of importance or people's immediate intentions. This explains their uncanny ability to track and hunt people and monsters.
 - Accelerated healing granting quick recovery from injuries. While not instant healing a witcher's healing time is highly unusual taking a fraction of the time to heal as well as surviving more deadly wounds possible. For example when slashed in the neck by a Striga's talons the famed witcher Geralt of Rivia it only took him a few days to heal before he was back on The Path.
 - Incredibly long lifespan and prolonged youth. While each witcher is different a witcher's known life expectancy is varied as they usually died in battle, it might be possible that witcher's are semi-immortal like mages.

Hair	Bald (Shaves his head)
Skin	Pale
Political Information	
Profession	Witcher
Titles	The Dragon of Skellige
Affiliation	School of the Bear
Alias(es)	The Dragon of Skellige

- Extra Mutations
 - Enhanced durability: Because he was converted at Haern Caduch, Dragon was given the extra mutation of the Bears which makes him a bit larger and more damage resistant but slower than other schools.
- Magic
 - Signs: A simple form of combat magic that witchers use.
 - Aard: **Aard** is a simple magical sign used by witchers. The Aard sign is a simple magical sign used by witchers that directs a blast of telekinetic energy to stagger opponents, leaving them open for a subsequent attack. Aard can also blow out any existing fires, blast open poorly secured doors, or punch through cracked or damaged walls.
 - Aard Alternate Form- Sweep: Aard's alternate form turns it into a bubble of telekinetic energy that focuses around the witcher and expands outward with destructive force.
 - Igni: The Igni sign is one of five simple magical signs used by witchers and causes a burst of fire that can repel and ignite opponents, as well as start fires.
 - Igni Alternate Form- Firestream: Igni's alternate form turns the burst of fire into a sustained stream of sparks and flames.
 - Quen: The Quen sign is a simple magical sign used by witchers that forms a protective field around the caster. Quen's basic ability is to cover a witcher in a basic shield that absorbs a limited amount of damage.
 - Quen Alternate Form- Active Shield: Quen's alternate form creates a bubble of protective energy to form around the witcher it is stronger than the original form but is more draining on the witcher and requires them to remain in place.
 - Yrden: The Yrden sign is a simple magical sign used by witchers that forms a circular, magical trap. The trap triggers a certain number of times when traversed by a foe, causing knock back, damage, and a chance of inflicting ailments on its targets. Most foes that wander into the ring are significantly slowed, though some monsters are unaffected by it. Yrden is one of the witchers best tools for controlling multiple enemies in melee range. It's also particularly valuable for witchers when up against noonwraiths and nightwraiths, who remain incorporeal most of the time unless caught within a Yrden circle.
 - Yrden Alternate Form- Magic Trap: Yrden's alternate form creates a stationary glyph of magical energy that strikes at and slows down hostile forces within a certain radius, as well as destroys and projectiles that happen to pass through that radius. Multiple Magic Traps can be placed down at once by experienced witchers.
 - Axii: The Axii sign can charm an opponent's mind to stun them, temporarily eliminating them from combat. However, the stun effect disappears after seven seconds or when the target receives harm. This sign can be used by witchers to calm their mounts or on people to gain information or benefits. This sign can usually only affect one person at a time and its effects are visible to other people in the vicinity.
 - Axii Alternate Form- Puppet: Axii's alternate sign forces an enemy to temporarily become an ally and fight on your side during a conflict for a short time as well as boosting their physical abilities for the duration of the conversion.
 - Heliotrope: **Heliotrop** or **Heliotrope** is a magical sign used by witchers. It is made by crossing one's wrists, and works as a buffer against physical attacks, combat magic and impacts with walls, ground etc. Contrary to Quen, which is active until broken or dispelled, the Heliotrop is active only for a moment and cushions from a single powerful attack or damage.

- **Witcher's Bear Medallion:** Dragon's witcher medallion.
- **Hand crossbow:** A small 'pistol' style crossbow that can be fired one-handed and easily reloaded. A similar model was used by **School of the Crane** witchers during their first years in the **Western Continent**.
- **Witcher Steel Sword:** The starter steel sword given to a witcher when they graduate, most witchers end up replacing this for a better sword or for a school based blade.
- **Witcher Silver Sword:** The starter silver sword given to a witcher when they graduate, most witchers end up replacing this for a better sword or for a school based blade.
 - **Bolt quiver:** A quiver of crossbow bolts of various types that Dragon uses to hunt monsters and the occasional human.
- **Bomb pouch:** A pouch which Dragon keeps his supply of bombs in.

The Witcher TRPG Stats

Stats: TBA

Abilities: TBA

Skills: TBA

Trivia

- Dragon was originally going to be a PC that was going to be a part of the Adalwulf of Aedirn campaign of The Witcher TTRPG but the character was never finished.

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